WHEEEEEEE! IT'S THE NEW ISSUE OF

CRASHED

ISSUE 18 •
APRIL '97 •
£1.50 •

GIT YER LUVVERLY CRASHED HERE!

Inferno Mat B Going
Review Interview Underground

AND LOTS MORE in the cosmos' greatest SAM and Spacey magazine...
Public Exposure, Post Box, Editor Speaks, Lots Of News- Inside!

JUPITER SOFTWARE

2 OSWALD ROAD, RUSHDEN,
NORTHANTS NN10 0LE

PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

NEW STUFF

CHESS MATE.

CHESS MATE is the first, and probably the only chess game that will ever appear for the SAM, it is a joint game between Jupiter and Quazar It has 16 bit sound (with the Quazar soundcard), 8 skill levels, choice of who starts, let the computer move for you and take back move All this, together with the many computer opening moves make it one of the most addictive games on SAM CHESS MATE is out now, and costs only £9 99

Do they really look like cats? (Format review))

PROGRAMMING IN SAM C.

PROGRAMMING IN SAM C is a book all about, well, Programming in SAM C
The book has nearly 60 pages, including nearly 20 pages of source code, which includes examples of many different routines (stars, scrollers etc), plus a couple of full games Also included, for completeness, are printouts of all the header files (more up to date than the C manual)

We wrote the book not to make a profit - we make about 50p per book, but to help others to get to grips with SAM C and encourage them to use it more

PROGRAMMING IN SAM C costs a mere **£5.00** and is available only from Jupiter Software

BURGLAR BOB (sorry, not much space for a description)

Burglar Bob is our latest platform game It has four large levels of increasing difficulty, two scenery graphics sets and a completely wacky style of playing (try not to kill the nasties!) Burglar Bob costs only £4 00

BARGAINS

We have reduced the prices on all of our older software titles

NAME OF ITEM	OLD PRICE	NEW PRICE	NAME OF ITEM	OLD PRICE	NEW PRICE
AMALTHEA	£10 00	£5 00	MEGABLAST	£2 50	£2 00
CRAZYBALL	£2 50	£2 00	MUNCHER	£4 00	£3 00
INVADERS	£4 00	£3 00	BOMBS AWAY	£6 50	£3 00
LABYRINTH	£4 00	£2 00	TRANSLATOR (French English dictionary)	£6 00	£4 00
BLAZING TANKS	£2.50	£2 00			

DELVING DEEPER...

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Crashed Comment.

Hello, people, and welcome to another issue of Crashed, the only SAM & Spectrum magazine with free enchaladas in every copy (Enchaladas not available in some areas due to something or other)

Anyway, what's been happening, eh? Well, the Crashed web site is up and running, with caricatures of all the writers, highlights of past issues, and lots more to see. Check it out, the address is in Stuff.

The main news of the day however, has to be the shock sale of Fountain PD to Prism. The sale has been predicted within the Crashed crew, but not publicly. The shock is the buyer. Dave Fountain and Martyn Sherwood haven't always seen eye-to-eye, but Dave said "I wish Martyn all the best for the future" in his recent press release. Here's hoping that Prism decides to de-complicate his pricing to something nearer Fountain's five pence per item policy.

The timing of the sale could well have something to do with the launch of Channel Five, which has long been a concern of Dave's. Read the news item about it in Stuff for my opinion on the matter. Whether myself or Dave is right, it's the outcome of the launch that matters.

On a lighter note, the Second Northern SAM & Spectrum Show took place on the 22nd of February. There's no show report, as very little happened that hasn't happened before. I put up signs the week before, opened up early on the day, got problems piled on to me all the time, got moaned at by Malcolm McKenzie, watched James and Graham act like children, cleared up, and went to the pub. All in all a very nice day.

We'll be at the Gloucester fair on the 19th of April, where Bob Brenchley has the pleasure of having to put signs up, get there early, have problems and so on (though I'll go to the pub for him if he wants to...). As well as the mags and glossy posters, we'll have the software range there, at lower prices than normal.

Whether Colin Macdonald will be there or not, I don't know. Will people accept the new management as Fred Publishing without someone from the old Fred to validate them? We'll have to wait and see. Hopefully Colin will be there, along with Elvis... I mean Colin Anderton. The scary thing is that I've got a new boss when co-editing Fred magazine, but thankfully I've shared a stand next to him at Gloucester before now and I know he's a nice bloke.

Prince Of Persia has arrived, not only is the full game out, but there's a one-level pre-release demo floating about which I've played and it's lovely. The pre-release is full of bugs, in black and white, and isn't as good as the SAM version, but the final version is reported to be much better. Whether it will be popular among Spectrum users remains to be seen. With no official release taking place, and distribution limited to PD libraries and friends copying disks, it will be hard to tell. Suffice to say, though, Prince Of Persia is long overdue on the Spectrum.

Anyway, I'll be off, then. See you at Gloucester.

Allan

stuff

Revolutionary Step Forward

Well, that's what this info-release and spec-sheet says, anyway. The MB 02+ is a a new version of the interface which works on any "Spectrum compatible machine". However, the MB 02+ not only operates up to four disk drives (DD drive at 840k/HD drive at 1.8meg), it can also expand your Speccy's memory to over 512k, is completely taps compatible, has a Kempston joystick/ Amiga mouse port, a three channel two way parallel port, and has a software reset facility

It really is an incredible piece of hardware, and all sorts of things are planned for it, including a sound card (similar to the Quasar for the SAM by the sounds of things), a hard drive and CD-ROM card, a modem, a video digitiser a new version of the DOS, and something called ZX-OS/3, which looks like being a GUI for the Speccy, though as an operating system (it comes on a chip, not as software!). There's also an interactive game in the making, which is best described by the bumph here; ". interactive horror adventure. Thousands of high quality pictures and film-animations, wonderful sound reproduction and perfect playability . All pictures are created by a revolutionary technology using 72 colours and full screen multicolour (MultiTech72)." There's lots of quotes from crazy European Speccy coders on the back, but I'll spare you them. The price is 310 DM (around 110 quid I think) for the basic unit, though you ll need a disk drive to go with it

If you're interested, the people in the know are Sintech, and you can get hold of them at Gastaeckerstr 23, 70794 Filderstadt, Germany (AC)

Ha-pi Bud-dai (repeat ad nauseum)

Right, I don't care what anyone says, I didn't nick this from Format They printed before we got the chance, I researched it myself OK? Right Firstly, the Zilog Z80 chip which all our SAMs & Speccies have inside will be 21 years old in April and the ZX81 will be 16 sometime this year, too Which makes it above the age of consent now The Spectrum, however, will have to remain a virgin in the eyes of the law for another year or so (though we all know what it gets up to eh?) (AC)

Ekki-ekki-ekki ptoingfewnghnw

The EIGHTH (count it the 8th!) Gloucester SAM & Speccy Fair is going to be held on the 19th of April In the usual place at the usual time (That's in Quedgeley, in Gloucester from 10 30 for those in the dark.) For those of you who are new to the scene or really are clueless send an SSAE to Format Publications 34 Bourton Road, Gloucester GL4 0LE or call 01452 412 572 for more details We'll be there as will show stalwarts Format, SD Software and Fred Publishing, among other lovely people The SAM & Spectrum shows are a really good day out, so it's well worth turning up even if you came to the Northern show near Leeds in February, and we'll be happy to see you again (AC)

Wheeeen Yaaa Gooo Wiiill Yooo Seeend Baaack...

It s happened SAM chums Colin Macdonalds (probably temporary) departure from Fred Publishing has left SAM users without a Scottish idol to look up to Colin handed over control to Saturn Software, long time publishers of SAM disk mag Network Sigma, on the first of March The only change is the address The new address is Fred Publishing, 5 Ivanhoe Drive, Westfields Ashby de la Zouch Leics LE65 2LT

Don t worry if you ve sent stuff to the old address it s being handled. Fans of MacD will be pleased to know that he intends to turn up at the Gloucester fair so look out for him there Interestingly enough, Ashbe de la Zouch is not only where they make KP crisps but is also further away from the coast than anywhere else in Britain Blimey (AC)

ALT NERD OBSESSIVE

Crashed now has a World Wide Web site courtesy of our new designer Stewart Skardon It s quite snazzy and should be getting fuller soon. Check it out, you'll find links to lots of other pages too including the NSSS pages and Stewart s own For those with internet access try http://www.argonet.co.uk/users/sskardon

NOTICEBOARD

MESSAGE
Mat Beal What actually is your new address? St Staple

Male 16 wants penpals any age into anything except rave music
Graham South 14A
Innisfayle Gardens Belfast
Northern Ireland BT15 4EJ

WANTED
Small ads for Notice Board
Send short lineage to the usual address
Absolutely free!

WANTED
Working interface 1
Send details to
Stewart Skardon 266 South Lane New Malden Surrey KT3 5RN

Number five? Number five! Number five? Doo-doo-de-doo

The ever-imminent launch of Channel 5 is bringing concern to many owners of Spectrums, SAMs, C64s, Amigas, Playstations, Nintendo 64s - basically anyone who owns a computer which connects to a TV via the UHF socket. Personally, I think the problem is being blown out of proportion - even if there IS a problem, there's an easy fix. While Channel 5 was on test in Leeds, I took the chance to hook up a couple of computers (C64, Speccy) to a TV via an aerial switch - the computer in one input, the TV antenna in the other. When switched to Channel 5, the computer interfered with the TV signal, but when switched on to the computer, Channel 5 DID NOT interfere with the signal at all. As most people don't have an antenna plugged in at the same time as the computer, my tests were harsher than a usual set up. Though hardly conclusive, I'm confident there won't be a problem. The fault occurs when the antenna signal is being passed THROUGH a conflicting piece of equipment, such as a satellite receiver or VCR, which is used at the same time.

So stop moaning, Dave. (I just hope I'm right.) (AC)

Shock takeover of Fountain PD (or Allan forgot the title).

In a recent shock move, Fountain PD library has been sold to Martyn Sherwood's Prism PD for the rumoured sum of one pence. Dave Fountain will continue to run FPD until March 26th, when Martyn will take over.

This will now make Prism PD the largest known library in the world, with an estimated 770 sound and graphics demos and over 1300 utilities. Dave has cited personal reasons for the sale, muttering something about his girlfriend telling him he was turning into an obsessive computer nerd. It is not known whether Prism will honour Fountain's lower price structure.

In a prepared statement, Mr. Fountain said "I'm pleased to pass on my library to Prism, and I hope he will do a good job with all my discs. I'm against compilation only libraries, so Prism was the natural choice to continue my work. I'm still going to write programs and articles, and I'll now have the quality time to do just that." In deference to his girlfriend's previous allegations, Fountain maintained that he is "not a nerd".

Dave will continue to write his PD column in Crashed, in addition to other activities. Prism PD's address can be found in Post Box (AC/DF)

Sultan Of Iran

Or is it Iraq? I forget. Anyway, a Russian (or Russians) has released Prince Of Persia for the Spectrum. It's technically illegal (it's not licensed as far as we know) and unavailable in the UK (apparently the Russian programmer isn't interested in marketting it in Western Europe anyway), which makes it alright for us to copy it around. I've laid my hands on a copy but haven't received it yet, so keep your eyes open for a review sometime. (AC)

The CRASHED Crew

Just in case you were wondering who all of the wonderful people are that make Crashed possible, here's some juicy information:.

Allan Clarkson - Editor, Northerner
Allan is 18 years old, and comes from Leeds but goes to University in Nottingham. He's been editing Crashed since Issue 10/11 (October '95) and wears colourful shirts. E-mail him on CC6040D50@ntu.ac.uk if you really want to.

Stewart Skardon - Designer, Writer, Big-Time-Buyer
Stewart hails from Surrey, where he writes and produces most of the page layouts for Crashed. He's only recently joined the Crashed team however, qualifying due to the fact that his hair was no longer a bright shade of green. His e-mail address is sskardon@argonet.co.uk for those who like that sort of thing.

Mark Sturdy - Writer, Founding Editor, Pash Git
Mark was the guy who started the whole thing off. It's all his fault! The Sturdy lives in the middle of nowhere, but will be moving nearer to somewhere later this year when he starts University. He's 18 and has strange hair.

Dave Fountain - PD Writer, Cockney
Our long time PD Software expert Dave lives within earshot of the sound of the Bow bells. He's in his mid thirties, is a bitter cynic and a Millwall supporter. But we like him anyway.

St John Swainson - Reviewer, Surrealist
St John (which, for the record, is pronounced Sin(un)) is probably our most surreal reviewer, who claims to "slobber over broken kettles". Apparently. He's in his early twenties, is one of life's happy people and supports Watford. But we like him anyway.

Mark Bennett - Reviewer, Lancastrian
Mark has been around for quite a while, and is our expert on the Quazar Surround soundcard amongst other things. Mark's a big help at the shows, is in his early twenties and originally comes from Bolton in Lancashire, which means he says 'buzz' instead of 'bus', amongst other things. But we'll forgive him, eh?

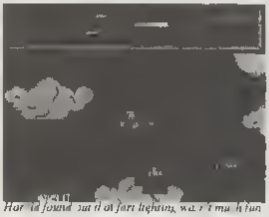
Robert Chilton - Tips Page, Brummy
Robert compiles Game On, our tips section, and writes most of our Retro Reviews too. He's about 30-40 (I think), and speaks Brum, a language known only to a lucky few thousand. He's got one of the largest Spectrum games collections on the planet (about 10,000 individual titles), and hasn't stopped yet. Keep it up!

So there you have it. Oh the strain of being famous

Inferno

PUBLISHED BY proxima
PRICE £7
AVAILABLE FROM Trading Post - (See Post Box)
OUT Now

Reviewed By St. John



Hot! I found out it is just lighting, not a multi fun

Inferno comes from what has unfortunately become a very rare species these days a new game for the Spectrum Given that there are thousands of games available for the Speccy I suppose it must be pretty goddamnblastit hard to come up with an original cocept for a game However you can at least try

The authors of Inferno decided to produce a horizontally scrolling shoot em up So this game is basically the computer equivalent of a Les Dennis joke (Are you trying to tell me that Les Dennis tells jokes? A bemused reader)

If you are thinking that maybe there is enough of this type of game in your collection (maybe Zynaps, R Type Penetrator and Uridium) and you have no need for another then read on for Inferno has features which make it unlike any other

What s this? Celtrity Squares on the Speccy

horizontally scrolling shoot em up

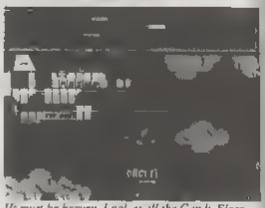
Inferno does not endear itself to you the first time you load it. The first thing you realise is that it s a multi-load and we all know what suckers they can be Then you notice that the graphics are of the large and colourful variety which means that everything has to move by character squares making the controls imprecise Then you remember that you d really like to be wished a Wombling Merry Christmas by the Wombles (No you don't A concerned reader)

Luckily these problems are not serious The multi load is not that bad every load contains several levels none of which are easy to complete And you quickly get used to the graphics They are actually very well drawn, detailed and coloured The controls respond pretty well which is essential because there are many situations where you are required to manoeuvre your ship into a tight space to destroy an enemy installation

"Lovely and colourful, well presented'

The game has a whopping 24 levels each of which has a special objective which range from destroying a specific spacecraft or installation to protecting friendly ships or finding some hidden object. Basically though, you just have to blast the tasty fish out of everything (erm, I think he means that in a jocular sense Ed.) including the scenery In order to help you accomplish this rather destructive task, you can arm your ship with four out of 16 special weapons before you set off This is where the fun begins. Of course the first few times you play you choose different weapons just to see what they do and look like But as you get into the games you realise there is a fair be of strategy to it.

This is where the game differs from others lining your software shelves. Each level is filled with different enemies or combinations of enemies. Some can only be



It must be heaven Look at all the Candy Floss

destroyed with a particular weapon so careful consideration of your choice of weapons is needed because the wrong combination will result in you getting hit, and therefore losing shield or weapons More commonly though it will result in you biting the dust and you only have one life so biting the celebratory rusk of success is definitely preferable It also adds to the enjoyment of a level once you have completed it many times Although you may be able to finish a level a different selection of weapons may enable you to do so much faster

It is obvious that a lot of effort has gone into this game Each multi-load is accompanied by a different screen telling the next stage of the story or the battle against the enemy Upon first loading you are greeted by a nice graphical sequence in which you slowly approach a rotating Earth which eventually fills almost the entire screen There are many different and groovy tunes (in both 48k and 128k mode) to entertain your ears, some excellent parallax scrolling and the levels often have distinct graphics The game is supplied with a colourful inlay card and full instructions and whilst largely unimportant to the gameplay do add to the atmosphere

Inferno is very difficult to criticise because it s a very good game The only major problem is price which is a lot now in the days of cheap secondhand titles But there are so few new Speccy games appearing these days so you can easily blow your whole games budget on Inferno and have nothing else to spend it on for a couple of months It's so good in fact that it s HOT (Oh no This means that Stewart has to design the HOT! symbol. Or maybe we can stick it on Ed.)

Hot!

36mm X 36mm

Looks - 78
Feels - 85
Sounds - 80

Final Score - 81

Allan

St. John sent me the colourful inlay and original of Inferno to grab screenshots off and review but didn't send the instructions I have a Croatian friend coming some time to translate for me but unfortunately that may not be for some time So I've no idea what the thing is on about Anyway I did manage to get the game going a few times and it's nice It's lovely and colourful and well presented though not really my cup of tea So because I haven't the foggiest clue of what to do I'm going to trust St John HOT indeed

81

THE POSTIE'S SACK

A WASTE OF QUALITY

Dear Allan
Thanks for issue 17 of Crashed - another good un This is probably a stupid question, but who on poo is Mr Blue Sky?
I'd like a T-shirt, but I am dangerously close to being charged extortionate amounts by those wankers at NatWest for going overdrawn by 8p for a couple of days
When you say you are at University in Nottingham do you mean you're at the Trent thing or the other one?
I did get along to that Retro Gaming Exhibition at HMV in London Unfortunately there had been a huge rainstorm the night before which meant that half the store was soaked through, including, of course, the Speccy bit Arse What a waste of quality equipment It only the chart singles section had been destroyed
I hope to see you at the 2nd NSSS But knowing my lack of money/get up and go/good car/etc I probably won't make it

St. John Swainson,
Rickmansworth.

Hi St John For you and others who were wondering what the name in last issue's credits box was referring to it's an E L O song Hope that settles it
The T shirt has got your name on it (Well not literally It's got the Crashed logo on it actually) And I'm at the Nottingham Trent University not the other one
Shame about the Retro Gaming thing It only the dance music section had been destroyed Still at least one of us got there, eh?

CRASHED
16, The Avenue
Manston
Leeds
LS15 8JN

Sorry to see you didn't make it to the 2nd NSSS Which 'lack of' was it?

Ed.

NO STYLE WHATSOEVER

Dear Crashed,
Thanks for reviewing my new demo that I didn't know anything about, and it's still not finished so I hear I'll try to make the next NSSS as long as we are playing another crap team that always beats us Yeah, see you there then
About this argument about Star printers being crap or not It's actually quite simple Star printers are cheap and nasty, and have no style whatsoever A bit like the owners
Can I start the next argument? I think Original Doritos are tops, but Claire prefers Sizzlin' Barbecue Neither of us liked Tangy Cheese, but we had just cleaned our teeth before eating them

Amanda Panda,
New Cross SE8

Thanks for the letter Amanda It anyone wants to sue anyone about the printer comment, then complain to someone else There's a disclaimer on page three and we mean it. Apart from the bit about Steve Nutting's underpants

Ed

I ORDER BACK

Dear Sir,
I have read about your "Crashed" on 8Bit magazine Please send me more information about your magazine and FREE DISK How can I subscribe? At which price? May I order back numbers? Back numbers have the FREE DISK? At which price? How can I order software? At which price? Do you have a list?
I have a Spectrum 128k (the original black one) with Multiface 128 Interface 1 1 Microdrive and +D

Di Donna Roberto
Rome, Italy

Hello, Di Donna
I know I've sent a personal reply, but I've printed it because it's nice to have readers so far away They're all genuine too - that guy from Athens last issue is real Which reminds me - I've got to send out those budgies Badges I mean badges
As for the disks I've got a few left. Andy did far too many, so I've been using the spare ones as blanks

Ed.

CONVENIENCE AND HOPE

Dear Sir,
I got your name and address from an excellent item in Amiga Format by Simon Goodwin, and since I own both a Spectrum +3 and an Amiga 1200 I would be very interested to learn more about the magazine you run for Spectrums and/or Spectrum emulators In fact, this letter was printed using a Spectrum
I have had some success using ZXAM on my Amiga but only with 48k games as it seems to refuse to recognise 128k games and the dreaded hyperloads I wondered if you could proffer any help concerning the latest emulators and if they are any better or is the solution still just to get hold of an old Spectrum and forget about emulation? This is where your magazine might help in providing me with contacts for sources of old hardware

Wayne Toal,
Stockport.

Hi, Wayne You were the first person to write from the mention we got in Amiga Format And Simon Goodwin's a great bloke and Crashed reader by the way As for emulators the only ones I've used are Mac Speculator on the Apple Macintosh and JPP on the PC Simon says they hacked his article quite a lot, so there were probably more answers in there Even with an emulator though you don't get that Spectrum feel no crap keyboard no TV signal drift, no erm Sinclair logo
Anyway I'm going to try and put together an article in which various writers tell us of their preferred emulators on different platforms, which should give you the expert's choice Expect it next issue (but don't put any money on it, that's all)

Ed.

That Was the Year That Was...

Nineteen ninety-six. The year that changed the world. With the exception, that is, of bits that contain SAMs and Spectrums. Comings and goings occured, but all in all, last year echoed the pattern set by the previous two: steady, unspectacular business-as-usual, helped by lots of worthy fanzines, PD libraries, programmers and the like, and marred slightly by the inevitable contingent of megalomaniacs and blithering incompetents. Read on, and wipe away those tears of nostalgia as Sturdy makes up the bits he can't remember properly . . .

January

Malcolm Mackenzie glutton for punishment that he is, took over responsibility for David Ledbury's Phoenix operation, re-naming it Persona and bracing himself for all tha, sr, messages of good luck from Phoenix's many, many happy customers the SAM hard drive finally appeared issua 13 of Crashad (December's, natch) arrived and I decided against returning as editor James Waddington popped up again after a longish absence from tha Speccy with Classix and his Games Finder service Derek Morgan announced the SAM digitiser to be imminent, although whether it was aver actually produced is any buggar's guess

February

Issue 8 of SAM Prime surprised everyone by actually being released, then promptly closing down tha 8-Bit Alliance was launched, and went on to revolutionize the SAM and Speccy scene as we know it Sintech announced the release of Color Draw which went on to revolutionize the Speccy graphics scene as we know it (well, it would have had anyone bought it)

March

The first issue of Blitz, Steve Pick and Persona's new SAM diskzine, appeared and showed lots and lots of promise Kevin Gurd released his Speccy voice recognition unit . .

April

Allan, Mark B and I trooped down to the Gloucester Show Clarkson can still be heard repeating tha phrase "I can't believe how much of a success it was" tha arrival of Z2, Tha Thing Monthly, and Cookie and Rookie's fabulous Based On An Idea within a week or two of each other sent us backflipping across the room Persona released Protracker and tha multitude saw that it was good Matt Beal fired the opening shot in a battle that is ripping apart the Spectrum scene even as we speak If Beal has any sense of responsibility at all, he will apologise in public for this libellous attack on my good name and confess that in issue 2 of Fish, he spelt "glad" as "gald"!!!! Honestly, death's too good for him Matt Beal is 39 years old and still lives with his mum It's true AND REALLY REALLY IMPORTANT IF YOU DISAGREE, YOU ARE COLLABORATING WITH THE BEAL MENACE

May

Er, did anything happen in May? It seems not

June

The first IEBA newsletter appeared and proved to be characteristically neat and tidy the weather became uncharacteristically nice for a little while, and I misbehaved in Oxford

July

My copy of Z2 finally arrivad tha First Northern SAM and Spectrum Show was announced and tha entire population of Wetherby emmigrated issue 2 of Blitz came out, and was spectacularly wonderful, and we all started waiting with bated breath for the arrival of issue 3 in September because it was without doubt tha best thing about owning a SAM issued a response to Mr Beal's unjustified attack which was far fairer than he deserved issue 15 of Crashed came out, heralding the release of Ice

Chicken and Atomix, and St John bewildered us all with the now-legendary "herd of naked Joe 90s" reference in his review of the latter ... the very lovely Leah warmed our hearts by inserting hundreds of Pulp references into the Terry Ekins interview

Auguet

Zedd-Soft released Conquest, a SAM strategy game for egomaniacs (no, I haven't got it yet) ... Trading Post started flogging Sintech's software

September

Issue 3 of Blitz failed to appear - It later transpired that Steve Pick had fled the country and is now living the life of a monk in Norway because he was fed up with being the only SAM owner who could draw ... the first paper edition of The ZX Files came out, and was very good indeed ... the first NSSS happened and was fairly good (is that okay, Allan?) ... Format, the magazine least likely to admit to the existance of any SAM/Spectrum-releated companies other than themselves, surprised us all by publishing a resource directory (you know like we do at the back of every issue) ... the boy Clerkson upped sticks from Leeds to Nottingham, and practically everyone who knows him (including me) managed to lose his new 'phone number

October

Amstrad launched the PcW16, a new 8-bit computer (so why stop making the Speccy in the first place then, eh? Eh? EH?) ... Revelation Software released a SAM 'conversion' of Elite, which was radically different to the Speccy original and reminded thousands of SAM owners how worthwhile upgrading was ... a SAM and Spectrum show was held in Gloucester, I stayed at home ... Grafix Wizards put out some Rather Useful Utilities ... Fred released Momentum, which they described as "a veritable feast of interactive entertainment", playing down the fact that it was, yes, another SAM puzzle game ...

November

Format announced that they had "purchased the rights" (raucous laughter) to the SAM_CLOCK ... meanwhile Bob announced on the internet that he was planning to launch a new-look SAM but he didn't want too many people knowing about it for the time being, I promptly told every SAM user I could think of, but they already knew ... Um ... Things seem to have quietened down these last few months ... Possibly someone tipped 1996 on its side so that all the important bits fell to one end ... Or something ...

December

The SAM celebrated its seventh birthday, and its production was moved from Swansea to Gloucester (boo) .

I discovered the delights of The Divine Comedy ... All together now: "I met a girl, she was a frog princess, and yes I do regret it now ... But how was I to know that just one kiss could turn my frog into a cow? You don't really lococove me, and I don't really mind (Ba-be, ba-ba) 'Cause I don't love aaaaanybody, that stuff is just a waste of time ... Your place or mine?"

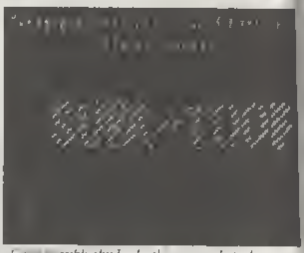
And there you have it. 1997 will doubtless be the year when lots of incredible, 686-beating SAM software appears, Spencer Poole returns from the deed and reveals himself to be Alan Miles in disguise, and West Coast Computers take over the world from their base in Rhyd-y-Fro. Meanwhile, lots of fabulous new games and utilities will appear for the Speccy, promoting a massive renaissance. Sir Clive will buy back the Speccy from Amstrad and have massive success with the launch of the +4, Your Sinclair will return, and we'll all live happily ever after. Or possibly some more mediocre games will come out, along with one or maybe two fairly good ones, neither the MIDGET, Statues of Ice, nor the SAM HDOS will appear, and no issues of Z2 will be published. Whatever.

CRASHED

Supa-Toob

BY Daton
PRICE £5
AVAILABLE FROM Supplement software
OUT Now

Reviewed By Allan



Can [illegible] sibly think why this screenshot s here

It's a hard one to review is this one I mean, it s Pipemania, basically But with a crap name

Supa-toob Is however, a great game For those of you in the dark the idea is to lay pipes (from a selection available) from one end of the screen to the other It may sound easy but there are pre-lard pipes on each screen which you must incorporate into your final pipe-line That's the hard bit - the pre-set pipes are usually laid in such an awkward way that you run out of time before you've had chance to do it and have to start again

There s a time limit which is just right. I don't know how many levels there are, but throughout I found myself either cutting it fine or running out altogether The time limit adds to the difficulty curve which is spot on each level is a challenge but you never feel flustered or out of your depth The levels do get harder too - I'm on level 23 right now, which I know how to do but the time limit keeps on catching me out!

Luckily there s a three-number passcode for each level which helps the game no end It there wasn't a passcode the game would be boring as you'd have to play through completed levels every time

The graphics are nice and functional though nothing spadal and perhaps a little dated Thankfully, everything is done in a graphical font, so there isn't even a hint of the standard one anywhere There's a nice dripping tap effect on the main menu, and the presentation in general is very good

"The graphics are nice and functional."

There's some great tunes in Supa-toob, too And lots of em - one on the title screen one for inputting a passcode, one for the level intro one for the game itself one for when you win one for when you lose You get the picture And they all fit the style of the game perfectly

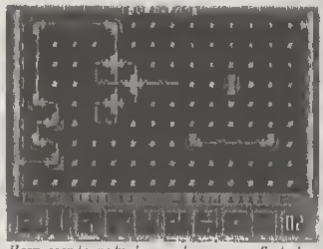
The most annoying thing about Supa toob is the controls There s nothing wrong with up-down left right and fire it s just that the cursor has a tendency to move two squares when you only wanted it to move one This has the unfortunate effect of putting pipes in the wrong place (which you lose points for) or even worse opening the fluid-valve by mistake finishing the game when you only wanted to place a tile The movement problem even occurs on the code menu, which is irritating

After playing Supa-toob for a while I needed some screenshots and decided to hack To my surprise, I found that Supa-toob is written in BASIC! It's such a good game and moves so fast that I thought it would be code, or at least partly code but there y'go Blimey

All in all Supa-toob is a nice game It's well worth a fiver if you don't have Pipemania (or are a real addict), but if you've got it then don't bother However, on it's own Supa-toob deserves

LOOKS - 71
FEELS - 75
SOUNDS - 78

FINAL SCORE - 74

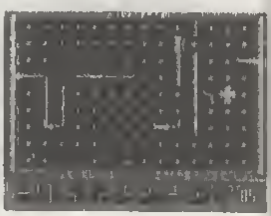


Harry soon learn his lesson when someone flushed

Stewart

As Allan has said this game is basically Pipemania all over again but with a different name The concept behind the game is new boring and not the kind of thing to get excited about but the game itself is rather playable and is still a challenge
Mind you so are the controls another game that has a mind of it's own
Thank goodness for the password system Without I d be as bald as a coot This is on eof those games where you just have to keep going until you reach the next password
Forget about your dinner e t.c that's sitting at the table getting cold. It s addictive
It's a bit of shame that the general idea of the game is new completely un-original but if you've got a spare £5 jangling around in your pocket, it's worth considering

72



GOING UNDERGROUND

Going Underground

Compiled by Mark Sturdy

SAM DISKZINES

If there's one thing that's true of SAM diskzines, it's that there's a lot of them. Six (or seven), in fact. It is with this information in mind that I have compiled this feature, reviewing, as it does, four SAM diskzines. I thank you.

Blitz Bi-monthly #2
MARK is Issue 3 the latest at the time of writing is the first after the departure of original editor Steve Pick, and *Blitz* seems to have weathered the loss rather well. Like the first two it's a well-presented pot pourri of the main aspects of the SAM scene. Amongst other things there's a very well produced puzzle game called Slex a project to build an 8 bit sampler, some mildly interesting stuff from the SAM newsgroup (including a spirited debate about the conversion of Elite), Andrew Collier's BASIC tutorial digitised pictures from last April's Gloucester show (in which for some reason Allan and I both have reddy brown rather than platinum blond hair), and a port of the 128k version of Auf Wiedersehen Monty. The editorial put together for the time being by David Ledoury is very readable with lots of news a guide to getting on the internet, book and film reviews a look at the Quazar Surround and more besides.
So a good mag on the whole if not quite up to the miraculously wonderful issue 2. It's a shame that it no longer has the coherent look and feel that it had before Steve left the distinctive front end has been replaced by a naff identikit trefield 'n' scrolly thing, and it looks as if the very promising looking SAM Encyclopedia that started last issue is no more. Still a good variety of quality stuff making up what I would say (at a pinch) is the best disk mag on the SAM. 6/10
PS Issue 4 due out late February/early March will be a two-disk set, costing £2.75. The second disk will contain the complete version of The Sound Machine. Coo

ALLAN'S FOOTNOTE Sturdy stopped subscribing to *Fred* just before Slex and the Gloucester pics appeared (both almost a year earlier). So if you get *Fred* are on the SAM Mailing List and have 128k Speccy conversions (as I have), then a lot of this mag is repeats. Pah

Network Sigma Bi-monthly (soon to go monthly again) £1.50
MARK is Issue 8 the latest at the time of writing proudly trumpets its new look which in fact seems to be the old look with normal garish, clashing colours all over the menu. Never mind, eh? The emphasis in *NS* is largely on editorial as opposed to programs. There's a fairly interesting news section with a PD update info about *Saturn*'s latest releases and an Bob Brenchley claiming that *West Coast* are "moving away" from the SAM and are now "working on other projects" and seemingly expecting us to believe him. Good old Bob.
Elsewhere there's also a review of the *Quazar Surround* screens, mod files, E Tracker tunes, a programming spot, a guide to the internet (yes, another one) and a whole section of highly suspect blonde jokes, some of which I have to admit to laughing at. The mag is based around a pointer-driven menu system which is nice if you use a mouse, but a pain if you don't. On the whole a competent enough mag, but lacking anything much that makes it stand out from the many others on the market. 6/10

SAM2SAM Bi-monthly (soon to go monthly again) £1.50
MARK is *SAM2SAM* has quite recently changed hands, and is now edited by Doug Young, formerly of *Delt*. Again, the emphasis is on editorial. There's a feature about combining your mouse and printer interfaces, a Top 20 games section, reviews of various new-ish games and PD (and, rather pointlessly, lots of four year old issues of *Fred*), and a cheats/tips section. Also about a third of the magazine is given over to non-SAM stuff, mainly film reviews, pages and pages of the editor's top 20 albums, and a massive section about the X Files. Hmm. More useful is something called (ahem) The SAM Files, which basically provides a guide to every company, game, utility and piece of hardware for the SAM. There are inevitably omissions and out-of-date bits but on the whole it's a very useful guide to the SAM scene (and we've nicked loads of it to put in Post Box).
There are a few programs (notably a quite nice platform game called Addiction and a Breakout-type thing called Twatz And Wallz) but the main plus point here is the info. The magazine is quite nicely presented, and pointer-driven throughout which, like *Network Sigma*, is nice if you've got a mouse but irritating otherwise. Get it for The SAM Files or if you're an X Files fan. 7/10

SAM Supplement About every six weeks, at the moment £2 (or 50p with a disk and SAE)
MARK is *Supplement* is quite different to most of the other 'zines reviewed here in two respects: firstly, it's been going for absolutely ages (since 1990 in fact, the latest issue is number 52), and secondly it concentrates mostly on technical/programming stuff. It's not the most stylish of mags (no parallax trefields on the menu screen!) but this is more than made up for by the quality of the content. It's read mostly by hobbyists who spend time actually doing things with their SAMs, so there's lots of interesting techy related letters. Also on the editorial side there's a review of *West Coast*'s recent Drive Replacement Kit, a programming help section, and a few scraps of news. There seem to be two main areas of emphasis in the latest issue, though. Firstly there's quite a few bits of mouse-related material including something with Steve Taylor's mouse routine and a compiled E Tracker tune (actually Axel F, but never mind) running together under interrupt control, quite an achievement, I'm led to believe. And secondly there's some modem stuff. Yes, it's been a long time coming, but the SAM now has a proper pointer-driven comms program, written not by Cooles (Termite is still 'in development' or possibly 'in a drawer') but by some foreign chap. And it's yours on issue 52 of *Supplement*, for £2. There's also an article on connecting a 14400 modem to the SAM Comms interface, which may lead to some rather exciting developments in time.
A sad footnote is that, because of a lack of contributions, Dave Tonks is now considering closing *Supplement* down. The mag used to be monthly, but recently there just hasn't been enough material for it to come out regularly. Dave has decided, therefore, that if he can't get another issue out by March, number 52 (December's) will be the last. Buy *Supplement*, contribute whatever you can and prevent the SAM scene from suffering a tragic loss. 8/10

CRASH

The Crashed Interview.

Mat Beal

Oh, what can be said about Mat Beal that has not been said already? Former editor of Flah and Z2, programmer, erstwhile Crashed contributor, software mogul and posessor of one of the silliest fringes in showbiz today. Leah M Wetbat 'phones him up and asks him some questions, then types them into a wordprocessor and hes them published in a computer fanzine . . .

Who are you?
"Mat Beal "

How are you?
"Fine thank you."

How were you first introduced to the Spectrum?
"Erm ooh I can't remember I won it."

How?
"In a raffle "

Is that true?
"Shut up There was a raffle in a pub to win a Spectrum and I won I can t make up anything better than that at the minute "

How long ago was that?
"Last week "

Fair enough What are your favourite games, and why?
"Animal Smackers because you can bang the floor very hard and you get to catch animals which is a good thing And musical chairs because you can break people's sofas "

Spectrum games, idiot
"Chaos I think There s another very good one and I ve forgotton what it is Never mind carry on "

Why do you still use your Spectrum?
"I don t. Oh just playing stupid games when your mates come round Reliving your childhood really although I don t dd that very often "

Will the Spectrum as it is now still be here in ten years' time?
"Probably because things haven't really changed in the last three or four years and everyone s too obstinate to let it go it'll plod along quite happily probably for at least ten years "

Andy Davis and Martyn Sherwood: who's right?
"It depends what the question is They disagree about lots of different things "

If they had a fight, who'd win?
"Well I ve never met Martyn Andy's quite big, so if Martyn s quite small he might lose Is this a physical fight?

Yes
"Andy s quite big but he s a bit thin - much like your good self Mark "

Leah
" and I don t really know what Martyn looks like at all So I suppose it depends "

More to the point, does anyone care, or should they both be locked in a coalshed forever?
"Lots of people care but I don't. I don't know really "

Bob Branchley lifeblood of the Spectrum or bent old biffer?
"I think he s a rockin dude "

What's the best thing about owning a Spectrum today?
"You can talk about them with your friends and say 'Weren't they crap?' and they say Yes then go to the pub and say Wasn t Henry s Cat good? Something like that "

Favourite musical things?
My favourite pop star is Jarvis Cocker My favourite bands are Pulp and The Divine Comedy and Gene and Stereolab and another band who I shall not mention

They're rubbish
"Their initials are MLS "

I know. THEY'RE RUBBISH
"No they re not, they re good My favourite albums are His 'N Hers by Pulp Casanova by The Divine Comedy Highway 61 Revisited by Bob Dylan and another one "

Favourite films?
"Gregory s Girl The Commitments Withnail And I Monty Python And The Holy Grail er Trainspotting was dead good speaking recently although it's not that recent now is it? It was about a year ago "

It's recent for me
"Well yes it's recent for Mark so Trainspotting recently "

Er, that's recent for Mark, not me.
"Eh?"

I'm not Mark. I'm Leah
"This is all very strange Erm and lots of other films too "

Telly programmes?
"The X-Files and The Simpsons "

Books.
"1984 by Orwell Oranges Are Not The Only Fruit by Jeanette Winterton Erm Hitch Hiker s Guide To The Galaxy that's quite good And some other ones "

Magazines.
"Select and Private Eye "

Radio programmes
"Mark Radcliffe "

Favourite 70s disco record.
"Ooh Erm YMCA by The Village People and I Will Surive by Gloria Gaynor Anything that's since become a gay anthem I think "

Age 17
Height 5'10 or 5 11"
Weight. 8 stone
Waist measurement. 26
Inside leg 32
Favourite member of Pulp Candida
Favourite Spice Girl: "Mel B because she s got a Yorkshire accent and big hair which would be useful if she was in a big hair competition or something "
Favourite Doctor Who "Sylvester McCoy because he s the only one I watched I m too young to remember anyone else "
Favourite city: Manchester
Favourite mode of transport: "My bicycle"
Favourite politician "Clare Short at the minute Clement Attee was quite good too "
Favourite character from Friends. Phoebe
Favourite SAM/Spectrum person: Chris Bailey
Favourite Star Trek cliche: "Fuck me a load of aliens "

Who would you have play you in a film?
"[Thinks for several minutes] Er, I don t know That s a stupid question I refuse to answer it."

It seemed to work well in Q.
"Oh In that case Andrew Collins who s the editor of Q See how he likes it "

What would you have on your gravestone?
"Ooh hang on a minute I m not sure about this one Hmm "

We'll kill you now and find out.
"[Giggles] Ooh you are wicked Er, Mat Beal 1979 to whenever-I-die Rest In peace "

Can you play a musical instrument?
"No I pretend to play the guitar but not very convincingly I can play the keyboard with one finger too "

Which finger?
"The index finger on my right hand I can play guitar with all my fingers but not very well "

If you were a busker on a street corner, what would you sing?
"YMCA by The Village People and I Will Survive by Gloria Gaynor And French Disko by Stereolab "

What are your favourite parks?
"Car parks I think."

What is grass?
"Something you smoke "

What are birds?
"I m not going to say that it's rude "

What can I do with my Year In Provence?
"Oh all right, you can stick it up your ass And birds are something you shag "

Pick five words that describe yourself.
"Messy drunk, inefficient, ugly miserable "

What irritates you?
"New wooly jumper next id bare skin "

That's nice! Who will you vote for in the next election?
"Round here it you want to get rid of the Tories which we all do obviously then you should vote Labour But my personal preference would be the Liberal Democrats "

Good men.
"Because I don t like Tony Blair very much Labour has got some good politicians but he s made them all Minister of Rodents and Minister of Vets and Minster of Curtain Rails and things so he s a bit evil. If Arthur Scargill s Socialist Labour Party ever stood here I d vote for them but they probably won't because they ve only got one candidate "

Lousy stinking commie. Who's the greatest Prime Minister we never had?
"Er Kinnock."

Blimey What's your favourite line from a song?
"Hmm Go walk out the door turn around now cos you re not welcome any more ' And Yeah yeah yeah yeah yeah yeah from Babies by Pulp."

What's your favourite issue of Crashed?
"Issue 0 and the one with Sir Clive Sinclair on the front."

Who knitted those two?
"It was you actually wasn't it? No it was Mark."

In mirrorspect, do those old issues of Your Sinclair we all used to worship still stand up?
"No because it's not printed on cardboard Obviously No I can remember it being gobo when I did read it, but not having read it for several years I don t know "

What's better. CDs or vinyl? And why?
"Vinyl Because if you buy a CD you get a crappy little bag and it feels like you ve spent 15 quid on nothing and if you buy vinyl it's cheaper and you get a nice big bag so it feels like you've got something for your money when you re on the bus on the way home And also you can get coloured vinyl Of course you can get coloured CDs as well but it's not the same And CDs aren't that much better really it's just a lie put about by Q magazine and Virgin 1215 "

Which is rather pointless really, if you consider that if the sound quality of CDs is any better it'd be completely obliterated by being broadcast on Virgin 1215
"Unless you live in London where it's got an FM licence I AM THE KING OF RADIO LICENCING FACTS "

The SAM the single greatest threat to the wellbeing of the Spectrum today, or an obscure, nicely eccentric home computer?
"I don t know Probably the second one "

Who's sexy?
"Richard Fairbrass from Right Said Fred to the extent that he is too sexy for his shirt "

Where are you, and what are the vibes like?
"I am in my mum and dad s bedroom and it's like a travel lodge So the vibes are like you've just been on a long motorway journey and you ve just had your tea in Little Chef I suppose It's quite nice actually it's quite relaxing in this room All pastel colours and things "

If there was one person in the world you'd like to look like, who would it be?
"Jarvis Cocker so that the next time someone says 'You look like Jarvis Cocker' I could say 'Yes I do Or maybe you Mark "

I AM LEAH M WETBAT
" because I d look like lots of different people "

Which celebrities have you been told you look like?
Do you want the list? Jarvis Cocker Russell Senior (who is for our less informed readers the violinist in Pulp) "

Who are Pulp, just for the benefit of our less informed readers?
"For the benefit of our less informed readers they are a pop group And for our really stupid readers no never mind Erm the bloke out of The Bluetones (Mark Morris I believe he s called) Justine Frischmann (the singer in Elastica) I can't think of anyone else I m sure there have been others Oh a Friend One of the Friends Chandler "

Chandler Bing!
"Chandler Bing yes I wish I had a surname like that."

Excellent, yes Are you ever going to finish any of your myriad films, plays, books, sitcoms and things?
"No! That would spoil the whole thing "

How many have you got on the go at the moment?
"The film called Get Cocker a soap opera called Bollocks a film I wrote over a year ago called The Flowering Inferno but will probably never be completed a book called The Making Of The Flowering Inferno which I might finish one day and J'Aime Ca Vie De Merde The Life Of Mark Sturdy which is a surrealist play in four acts - I think I've finished that actually That's one thing I did but it was very short."

Understandably. What are you wearing?
"It s very boring unfortunately Black socks Bedford Cords jeans which are blue and a grey wooly jumper And a skinny white T-shirt which says Courage Best Bitter' on it. And that's it Oh and a watch And some pants obviously "

What sort of pants?
"Just you know normal pants "

Well, boxers or briefs?
"[Resignedly] Boxers "

Which is best: boxers or briefs?
"You know damn well "

Yes, I do It's briefs.
"Yes let's say it s for the sake of the argument I couldn't give a toss "

Oh, you're no fun anymore
"Certainly not."

What are you like when you re drunk?
A twat. No don't print that it's a rude word Silly that's better "

Shaving wet or dry?

"Wet "

Why?
"Because I've not got an electric razor, which does make dry shaving rather difficult, not to mention painful "

What is your favourite method for getting things out from between your teeth?
"I think that s largely a meat-eaters problem isn't it? I m a vegetarian so I don t get bits of dead animal stuck between my teeth "

Why are you are a vegetarian?
"Because I don't approve of modern farming methods as if anyone could give a toss

What's your earliest childhood memory?
"Going to see my sister being born I just remember that the hospital had black and white tiles on the floor and you had to press a bell to get the receptionist I don t actually remember anything about my sister which probably says a lot about me "

What were you like as a baby?
"My parents say I was quiet and good-looking So somewhere along the line something went horribly wrong "

When was the last time you were really drunk?
"Friday For our less informed readers it is now Monday "

What were you drinking?
"Worthington s Best Bitter "

How many pints?
"I don t know, six That makes me sound a bit wet Twelve Hundred "

What was the last thing you ate?
"A yoghurt. A banana and raspberry yoghurt "

Oh yes! What's your favourite flavour of yoghurt?
"Banana and raspberry today "

Could you hit a cow's arse with a banjo?
"No I have no banjo I have no cow come to that. I could hit a cat's arse with an acoustic guitar "

Hair maintenance brush or comb?
"I don t use either I run my fingers through my hair first thing in the morning I m very sorry to say I m sure all your readers have an image of me as this handsome well-groomed person but no I just run my fingers through it."

You are a disgusting monkey boy and should be shot
"I am, I am Do you comb your hair?"

Yes, regularly.
"Why?"

To make myself beautiful
"I only comb it to get blood out of it."

When was the last time you had blood in your hair? And what was it doing there?
"Christmas Eve I went round to my friend's house Because his family don't like him and he s a bit smelly he lives in the attic so he's got a low ceiling which I banged my head on Then I dropped to the floor and started rolling around screaming Apparently I went quiet for about 10 minutes then I said Barney that's a horrible jumper' which I don t actually remember so presumably I was unconscious for a while during which time my friends just pointed at me and laughed which is the measure of my friends Anyway then I went back to this other person s house where a party was going on and I realized I d got blood in my hair so for the next hour I had to sit on the toilet while a friend of mine was washing the blood out for me So that was my Christmas Eve "

Who's your best friend?
"How do you mean?"

Well, which of your friends would you most like to, say, be stuck in a lift or climb Everest, with?
"Lidija Owen the one who was cleaning the blood out of my hair because she s very sensible "

Is she fit?
"I d better say yeah Not that she's going to read this so it doesn t really matter "

I'll make sure she gets a copy
"Oh Yeah she s lovely No her boyfriend might read it then there d be trouble Er she s reasonably fit but not so fit you d want to like do anything "

How do you know I wouldn't?
"Oh shut up Mark. No she s quite nice yes but I ve never really thought about it."

I've blown this Leah thing, haven't I?
"Probably yes "

I'm in drag and everything
"Me too "

What's the best thing you've programmed on a Spectrum?
"Random Insult Generator "

Recite a line of poetry
"They fuck you up your mum and dad "

Would you ever consider doing a Spectrum fanzine again?
"No "

Why not?
"Look what happened the last time!"

Did you enjoy doing Fish?
"Yes Up to a point "

Was it any good?
"No Ask me if I enjoied doing Z2 "

Did you enjoy doing Z2?
"No "

Why not?
"I don't want to say anthing nasty about David it was just one disaster after another "

What's your happiest Spectrum-related memory?
"Winning it in the raffle last week "

Do you think you'll still be using a Spectrum in 10 years' time?
"Wouldn't have thought so "

Do you think you'll be using any other sort of computer in 10 year's time?
"I don t know I don t know what I'm going to be doing in 10 years time It I have a job which involves using a computer then yes I shall Probably a really futuristic one that does everything in the world or something "

Where would you like to be in 10 years' time?
"I have absolutely no idea. Editing the Sunday Times No that's ridiculous "

You are the next Andrew Neil.
"Hopefully not. No I don t know I don't know what I m going to be doing next week Leah I think 10 years is being a bit ambitious

Do you remember the first time?
"First time what?"

I don't know I've never understood what that song's about
"Yes then I go And now I've got to go "

And on that note, Mat went somewhere else and let another person use the phone, and I came here to spend two hours typing this ruddy thing in, only to realize I wasn't quite sure what to put in the box at the end. Next issue? God knows. Harry Secombe, or someone

CRASH

PUBLIC EXPOSURE

NOT in association with

FPD
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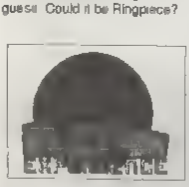
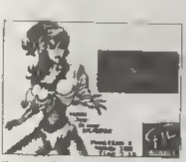
VIBRATIONS by Dream Makers
What are those vibrating beds for in American motel rooms please? Is it to shake off the excess pee pee from industrial rednecks about to embark on a bit of naughty? This is a superb demo and as it runs you'll find your head getting ever closer to the screen. If you like your demos ultra cool and stylish have a good long bang with this one. The best thing about these Russian demos is the music it has developed a whole new style whilst in isolation from the rest of the scene

THE DEMO BEGINNING WITH R by The United Minds
We don't get any clues and actually we don't get the answer either. It's surprising just how many different ways Dok and Orson find to slag each other off and I think that caffein drinkage could be the fuel. Check out the Playstation to Spectrum conversion in one of the sub-parts. Best thing the Minds have done? Yes. I think so though there's not much point in releasing a demo worse than the previous one I guess. Could it be Ringpiece?



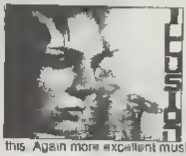
ART EXPERIENCE by TGM
Hands up who remembers the 48k preview. This bears no relation to it whatsoever, and I kinda like that. I'm sure there is a proper nerdy name for this style of graphics shaded parsec know pixellation indeed. It's a load of tits-out tanks and he man hunks tossing off dinosaurs by the looks of things. Smart!



ENLIGHT '96 by FIL Grafix
Don't you just love these demovision song contests? Only this time the votes are already in from the St. Petersburg jury. The piccy of the pirate pixie bird is quite strange he thighs are wider than her midriff and I'm not sure that mammals can do that sort of thing and live. The one I like came fourth but like typical Brits we all want to know what song came last don't we?

This picture has been censored by the Iranian government

LIFE SUX by Galaxy Inc.
I agree. When Jude got stabbed in Casualty I really felt rather limp that shouldn't happen to a nurse with a stud through her nose she shure was purdy meh. The Galaxy tribe come in for a bit of stick from other Rusky coders, but it seems you do it? What the hell is a lamer anyway? I thought they only appeared in the Doctor Doolittle film



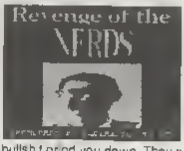
ILLUSION by X Trade
Ooh flip now this is something rather special and I don't care who knows it. Shaun Ryder makes a guest appearance halfway through, and then the birds from Shampoo soapy tit wank Bev Bevan from The Move. Or is it just an illusion? Bloody hell! I'm getting godd at this. Again more excellent music they're starting to spoil us now. Stoppit!

This picture has been mashed by the Apple Mac

ICE CREAM by World Eyes
Before I mention the demo can I just say that everytime I send Zhenya from World Eyes a cassette of software his postman nicks it. I know Latvia is a poor country but I'll send the ponce brand new blanks if only he'd leave the software alone. Right I'm not sure if this demo works properly but it sort of starts doing something then doesn't do much at all. Great name for a demo though.

Not really Stewart left too many screen spaces, actually Pah

CHIMERA by Funsoft
This one's quite old now but thanks to Eye of K3L, it's now available in the UK. Turning kids into monkeys i don't know. In my day you settled on getting bullied at school for being on free school dinners. I used to watch the girls playing netball from my biology lesson though... I think I learned more looking out of the window to be honest. (Allan administers cattle-prod to Dave's east hang down) tunes pictures code smashing



REVENGE OF THE NERDS by Vida Sandy Inc.
It's always nice to feature a demo from a new group and one that nearly topples all expectations! The guys still think they live in Prussia and one of them has even declared himself a Zsar of the Spectrum but don't let the bullsh t grind you down. They just need a lot of love and understanding

That's your lot until next issue
Darn, I'll have to get rid of that in association bit now PD Libraries these day's
They really don't consider us designers Tsk

Software houses - suppliers

Ace Software/Alan Cresswell (Spec) 18 West St, Geddington, Northants. NN14 1BD
Adventure Workshop (Spec Adventures) - 36 Grasmere Rd, Royton, Oldham, Lancs. OL2 6SR. Tel. 0161 652 7963
Arrow Software (Spec) 15 Dewsbury Drive, Acomb York, YO2 5BQ
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* Does a game called Bomb Squad for £3.99
Demonworld (Spec adventure) 10 Medhurst Cl, Gravesend, Kent, DA12 4HL
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Publications

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Adventure Probe (all formats £2) 57 Burford Rd, Liverpool, L16 6AQ Tel 0151 722 4731
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Discovery Users Group (Opus drives) 57 St Saviours Rd, West Croydon, Surrey CR0 Tel (18) 689 1439
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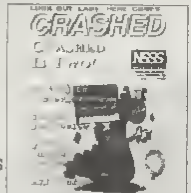
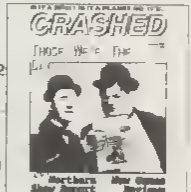
Issue 2 It's A Goal and Rotor reviewed a letters section and some other stuff
Issue 3 Lemmings and Fireview 2 reviews interview with David Ladbury Highly recommended Whittle's Wibble oldie reviews, Playing Tips
Issue 4 Looking back at 1994 PD software reviewed in Public Exposure Sinclair User in Nostalgia Corner Dave F interviewed
Issue 5 Simon Cooke interview Gloop The Addams Family and The Witching Hour reviewed Crash in Nostalgia Corner
Issue 6/7 First nice looking issue! Home Computing Weekly appears in NC, interview with The Show Brothers Gloucester Fair report TNT and Fishpaste Volume 1 reviewed, Tech Niche extra, plenty of News
Issue 8/9 - Mark leaves in a blaze of no glory whatsoever a stupid Atari machine in Nostalgia Corner fanzine roundup Ball Games and F'shpaste 2 reviewed John Wilson interviewed, Public Exposure returns, the Crashed awards are announced
Issue 10/11 First colour cover preview of Kikcal exclusive Alien Towers pics, Amalthea and Tangal/Magic Disc and SC Ward Pro reviewed Linda Barker interviewed Public Exposure exposes PD Sinclair Research's 1984 catalogue in Nostalgia Corner and lots more!
Issue 12 BACK IN STOCK but supplies are still limited! With its controversial cover this issue had an accompanying tape/disk with it but it's not available now so tough. Inside there's part 1 of our Bob Branchley interview a review of the Quazar Surround and FLIM for SAM.
Issue 13 Includes an Edinburgh show report Game on part 2 of the Bob Branchley interview Retro Reviews and a look at our rivals in Going Underground
Issue 14 Grubbing for Gold Rat Salad Dead or Alive reviewed Spec Tac Junior resurrected Brian Watson interview and controversial letters, plus lots lots more!
Issue 15 Manic Miner and Jet Set Willy graced the cover There was also a look at the Spec on the net reviews of Atomix and Ice Chickan Plus an exclusive interview with Jup for Software's boss and lot's more

Issue 16
Crashed celebrates it's 2nd birthday Preview of Kaboom!, Public exposure, Game On! Jet Set Willy special Burglar Bob reviewed Retro Reviews and Allan's 'Diary Of A Spectrumite' plus about 4 pages of now useless NSSS show info
Ho hum nevermind



Issue 17
Crashed celebrates it's 2nd birthday again, with a special 4 page article looking back over the past 2 years of Crashed Reviews of Momentum and Quadrax and a bloody complex map of Jet Set Willy 2
Plus, stunning pictures from the NSSS show as well as the usual hot gossip



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